

Digital Storytelling in Education (using MS PowerPoint®)

Overview/Goals:

This 6-hour session introduces participants to the use of Digital Storytelling in many ways, from introducing new material to helping students learn to conduct research, synthesize large amounts of content and gain expertise in the use of digital communication and authoring tools. It can also help students organize these ideas as they learn to create stories for an audience, and present their ideas and knowledge in an individual and meaningful way. **Participants will develop a digital story they can use with their students, lesson integration plans, and ways for students to use digital stories.** Files created may be large, so participants are encouraged to bring a travel drive for file saving.

Equipment and materials needed by Facilitator:

Computer with: Internet access
Microsoft Office
Connection to projector
Microphones and headsets to distribute to partners or teams

Equipment and materials per participant:

Computer with: Microsoft Office
Internet access
"A Step-By-Step Approach to Creating a Digital Story from Materials Found On the Web" Agenda

Session Objectives:

1. Participants will understand benefits of Digital StoryTelling to student learning.
2. Participants will identify digital storytelling techniques.
3. Using specified software, participants will create a Digital Story correlated to state and district frameworks.
4. Participants will develop a lesson plan for a current or future lesson utilizing Digital Storytelling with students.
5. To demonstrate comprehension participants will share strategies developed and products prepared with the group.

Procedure: Preparation

Have the following links loaded but minimized on projection computer.

<http://digitalstorytelling.coe.uh.edu/>
<http://digitalstorytelling.coe.uh.edu/powerpoint.html>
<http://www.storycenter.org/stories/index.php?cat=6>

8:00 – 8:30 Introductions and brainstorming [30 minutes]

Introductions may also be done with this interactive powerpoint [link](#)

Discuss goals and objectives for session.

Select two examples from the resource links listed above and show to participants to begin.

Introduce Digital Storytelling using the following site:

<http://www.storycenter.org/stories/index.php?cat=6>

Have participants open this site (address on agenda) to read, and then brainstorm for a few minutes with participants on ways to use digital storytelling in class.

8:30 – 9:00 Independent/Group work [30 minutes]

From the links provided on the agenda, participants will look at various links that provide digital storytelling examples and more information about digital storytelling. As they find resources they like, they should create a slide and copy and paste things that they find helpful for digital storytelling to the shared google [PowerPoint](#) erasing their name introduction information and/or adding to that information.

9:00 – 9:30 Independent: locating photos and other resources [30 minutes]

First, have participants share the resources and ideas they have found in the previous section through the shared [PowerPoint](#). Have all participants create a new folder in My Documents with their last name. All files created today will be saved into this folder.

Participants will look online for as many resources as they can find in the allotted time period. Everyone will need to locate APPROPRIATE, COPYRIGHT FREE photos or graphic images that will support the concepts they identified. They will save all downloaded images into their folder. A short list of educational resources has been posted on the [wiki](#) page. The document library includes most of the resources that will be helpful to participants. Encourage them to add to the resources as well.

Note: if participants have used United Streaming and know about using/searching the Image Library they can use those resources. There is not time in this session to learn about and create a United Streaming account.

9:30 – 10:00 Whole group: getting started with an online tutorial [30 minutes]

Discuss how using storytelling techniques can impact classroom learning (engaged students, relevancy to real-world settings—tv/video, student products show body of knowledge gained, ...).

For this session, we will use PowerPoint to create digital storytelling video from still photos and images (video is not specifically addressed but participants might locate short video clips for incorporation during independent work time). Answer any questions they may have about creating a digital story through powerpoint. Some may need to make use of the resources on the beginning or advanced powerpoint links on the [wiki](#) page. They may also need to refer to Help within PowerPoint and/or online.

The first thing they will do is outline their project. They can use the storyboard resource found on the [wiki](#) page. They can type narration in the Notes frames of the slides and insert clips from their folder. This will serve as their electronic storyboard/project planner.

10:00 – 10:15 – Break

10:15 – 11:30 Independent work: Create your Digital Story [75 minutes]

Participants will use the tutorial to learn to use PowerPoint while creating their instructional product. Microphones are available and everyone will need to be aware that recording will be going on throughout the remainder of the session. They can always return and edit (so that all are not wanting/need microphones at same time.) They will include titles, transitions, narrations, and credits.

After they have worked for some time, stop and remind to save. Depending on the graphics they use, the file maybe rather large. Some email providers have file size limits for attachments. Encourage them to save before the end of the day in order to avoid frustration at the end of the day. As an option to email today's project, they can copy/paste hyperlinks to pictures in notes frame of slides and cut the image from the slide—the notes will help them recreate later. They will need to include automatic transitions and possibly adjust slide advance settings for the story to automatically show. Encourage participants to upload their file to the [wiki](#) page for others to share.

11:30 – 12:00 - Lunch

12:00 – 12:15 Whole group: lesson plan overview [15 minutes]

Maximize the Lesson Plan template (found on the [wiki](#)) on the projector. Switch between outline and diagram view so that participants can see difference. They will prepare a lesson plan for using the instructional product and integration strategies for student creation of digital storytelling projects. These can be combined but the activities must be relevant to the identified frameworks.

Have all open the template. They need to add a section for frameworks. Since participants should have curriculum resources and a full day to work, their lesson plans will be thorough and they should include the frameworks addressed

<http://arkansased.org/educators/curriculum/frameworks.html>

12:15 – 1:30 Independent work: create the lesson plan [75 minutes]

Participants should develop their lesson plan(s). They should create any student worksheets, instructional materials, templates, etc. with the lesson plan. They can develop a rubric for student assessment at RubiStar (<http://rubistar.4teachers.org>). The saved document will be emailed to their preferred account or saved on a travel drive if available. Encourage them to prepare more than one lesson and/or work with teachers of other disciplines to include interdisciplinary activities for students if time permits. Upload rubrics to the [wiki](#) if possible.

1:30 – 2:00 Group/Independent Work [30 minutes]

Participants will share their created digital stories and PowerPoints and upload them to the [wiki](#) page for all to share and make use of later.

2:00 – 2:15 - Break

2:15 – 2:45 Post session Assessments [30 minutes]

Guide participants in discussion of goals of session: ... How will the integration of digital storytelling benefit learning and support their instruction?

2:45 – 3:00 Closing [15 minutes]

- Attendance forms, evaluations, general room cleanup
- All files and folders created on the computer should be emailed or saved on portable media and deleted from the computers.